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UFO



## WARNINGS Read Before Using Your Sega Dreamcast Video Game System

### CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

### HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

### OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

### PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.



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*Industrial Spy* is a memory card compatible game (Visual Memory Unit or VMU sold separately). 7 blocks are required to save game files.

\*Never turn OFF the Sega Dreamcast's power, remove the memory card unit or disconnect the controller during game play or saving game files.

## **the story:**

As the world enters the year 2000, large corporations have replaced governments as the sole source of political and financial power. The corporations have grown so large that they can no longer make the strategic moves necessary for continued growth.

In order to assist these massive conglomerates, there has been a surge of industrial spy organizations in the years leading up to the present date. The number one such organization is called Blitzstrahl, run by a person known only as the "Boss". The secret of Blitzstrahl's success is a crack team of highly skilled, highly specialized Industrial Spies: The Espion Agents.

*Do you have what it takes to play the Boss?*

## **game objective:**

Players take on the role of the Boss of Blitzstrahl and carry out the requests of various clients. The Espion Agents, using their spy training and highly specialized skills, carry out the missions.

Players are responsible for assembling the right team for each mission and directing the actions of each member of the team, through complex and often hostile locations. The success of each mission depends entirely on the player's ability to instruct members during the missions.

*We're counting on you, Boss!*



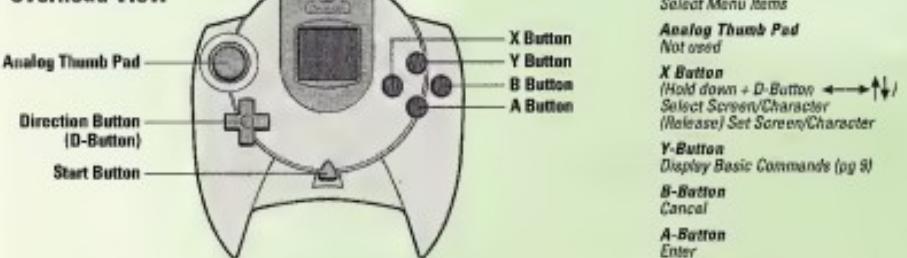
## **using the sega dreamcast controller**

### **Basic Sega Dreamcast Controller Operations**

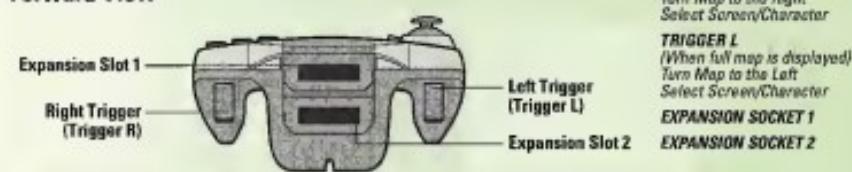
*Industrial Spy* is a one-player game. Connect the controller and any other peripheral devices into Control Port A before turning ON the power.

#### **SEGA DREAMCAST CONTROLLER**

##### **Overhead View**



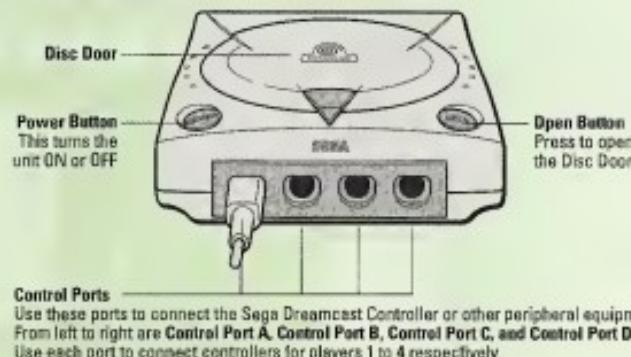
##### **Forward View**



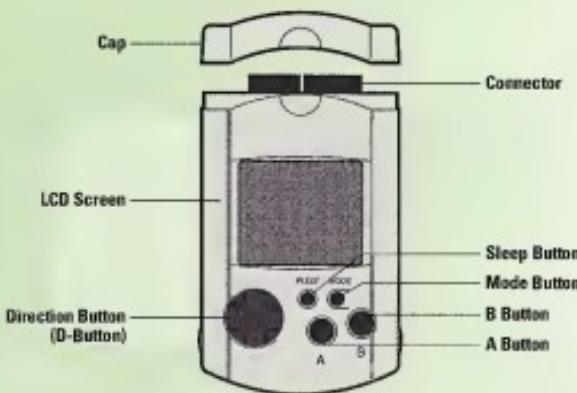
#### **TIP:**

To return to the title screen at any point during the game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

## SEGA DREAMCAST HARDWARE UNIT

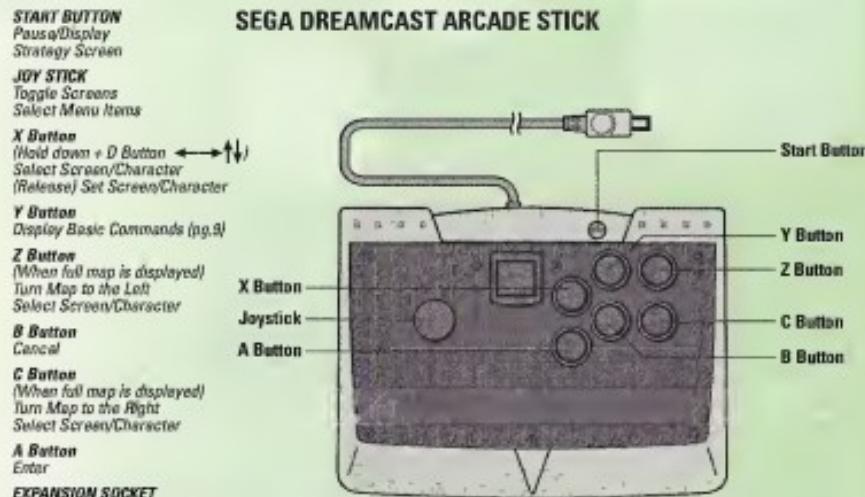


## VISUAL MEMORY UNIT (VMU)



- While saving a game file, never turn **OFF** the Sega Dreamcast power, remove the memory card or disconnect the controller.
- Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power **ON**. Doing so may disrupt the controller initialization procedure and result in malfunction.
- Connect the VMU to Expansion Socket 1.
- The Jump Pack is not compatible with the Industrial Spy game.  
*Game play with non-compatible controllers is not guaranteed.*

## SEGA DREAMCAST ARCADE STICK



### TIP:

Toggle screen and characters with the X Button + D-Button ↑↔ when using parallel screens (see Parallel Screens on page 11). Use the D-Button to select menu items while holding the X Button down and release the X Button to enter your selection.

## starting a game:

When the title screen appears, press the Start Button to display the main menu. Use the D-Button to select menu items and the Start or A Buttons to enter your selection.



### START: [A Button]

Begin a new game. The first game stage includes a tutorial. If you are playing Industrial Spy for the first time, this is a good place to start.

### CONTINUE: [D-Button] $\longleftrightarrow\downarrow$ then A Button

Continue a previous game from the last save point. First select the memory card containing the Industrial Spy you wish to play from among the connected VMU units that appear on the screen.



### OPTIONS:

Modify the various game settings:

**Sound:** Toggle sound output setting between Stereo and Mono. (D-Button  $\longleftrightarrow\downarrow$ )

**Music:** Listen to the game sounds. (Move the cursor with the D-Button and press the A Button to enter your selection)

\* The options on the above screen differ slightly from those found in the System Commands (see System Commands on page 14) available during game play.

## BASIC CONTROLS:

### Basic Controls

The game flow of Industrial Spy consists of the player giving directives to characters who then use their special talents to accomplish those directives.

The main actions the player will use are explained below:

- Toggling the Parallel Screens
- Issuing Destination Directives
- Issuing Trap Directives

These three actions make up the basic controls of the game.



## TOGGLING THE GAME SCREEN:

### Parallel Screen Display

The Parallel Screen is the basic game screen. You may only issue directives to the character that displayed on the main screen, so you will have to toggle screens whenever necessary.

### Parallel Screen



### Toggling Screens (X Button + D-Button $\longleftrightarrow\downarrow$ or Trigger L/R)

Hold down the X Button and select a character by moving the Screen Selection Cursor to the screen displaying that character. Release the X Button and the character is displayed on the main screen.

## ISSUING DESTINATION DIRECTIVES

### Destination Directives

Press the A Button or the Y Button to display the Basic Commands during game play. When a Trap Icon is displayed (see Trap Icons on page 23), use the D-Button ↑ to select a Basic Command. The Basic Commands are outlined below.

#### TIP:

Even if the Trap Icon is showing, you can press the Y Button to directly display the Basic Commands.

#### Destination (D-Button ←→↑ then A Button)

Issue directives concerning the destination for characters. You can select any known place or trap, as well as the location of a fellow team member. Once a destination is set, characters will automatically select the most efficient route and start moving. Any location displayed in yellow text is a block. When you select a block, a list of possible destinations inside that block is displayed and you must select a destination from there.

#### Start Movement (A Button)

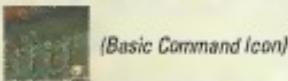
If a character is stopped before reaching the destination by fighting or the Stop command, this command is displayed. Select this command to have the character start moving again towards the destination.

#### Stop (A Button)

Stop a character at his/her current location. The character will wait for further instructions and both his or her HPs and SPs will slowly increase.

#### Strategy (A Button)

Display the Strategy Screen (see Strategy Screen on page 17).



## Miscellaneous

Depending on the character or location, various other commands like "Ambush" (prepare to fight and wait for enemy) and "Examine" (examine current surroundings) are displayed. There are several additional commands you will encounter in the game. They may help you find an important clue!

## ISSUING TRAP DIRECTIVES:

### Trap Directives

Use the Trap Icon when displayed, to issue directives on disarming traps.

#### Trap Icons

Trap icons are displayed whenever a character comes upon a trap. The icons displayed change depending on the type of trap (see Trap Icons on page 21). Each trap has a DP (Defense Point) number. The higher this number, the more difficult the trap is to disable. Enemy characters count as one type of trap, but instead of defense points they have a HP (Hit Point) number. The higher this number, the more difficult the enemy character is to defeat.

#### TIP:

There are several categories of traps. The icon displayed will give you an idea as to the category of the trap.



#### Selecting Trap Icons (D-Button ↑ then A Button)

Press the A-Button when a trap icon is displayed, to enter the Trap Selection mode. When you select a trap icon, the Trap Command Window is displayed.

#### Trap Command Window (D-Button ↑ then A Button)

The Trap Command Window allows you to issue the following directives for dealing with traps:

**Disable:** Disable the trap.

**Examine:** Examine the trap and gather information.

**Destroy:** Destroy the trap.

Each command requires a certain skill (see Skills on page 19). If a character does not have the required skill, you cannot select the command. Commands are displayed in different colors of text:

**White:** Character may execute the command.

**Red:** Character cannot/does not need to execute command.

**Yellow:** Not enough SPs to execute command.

**Green:** Insufficient data.

## TIP:

When characters first come across a trap, they will know very little about it. They will not know the DP and sometimes may not even know the name of the trap. When there is more data to be learned about a trap, a "?" is displayed. Use the Examine trap command to gather data about the trap. If you attempt to disable a trap without knowing anything about it, characters will expend a large amount of SP.

## SUBSCREENS

### Parallel Screens

Characters will perform actions based on the actions' Algorithm Settings (see Algorithm Settings on page 18) displayed in the Subscreen on the right side of the screen. When you issue a destination directive, characters will start moving towards that destination. If they come across a trap or enemy character before they reach the destination, they will deal with the obstacle by taking action (examine, disable, etc.) based on the action algorithm you have set.



The Action Icon (see Action Icons on page 22) will show what actions the character displayed on the Subscreen is now performing. From the moment a character in the main screen is toggled into the Subscreen, he/she will begin performing actions based upon the algorithm.

## TIP:

Subscreen camera transmissions may sometimes be interrupted by electrical interference. Transmissions should resume after a short time, but you will not be able to issue any directives to the character during periods of interference.

## Miscellaneous Character Window



- **Name:** Character name.
- **HP:** Number that indicates the amount of damage the character can withstand from enemy attack and traps. The "Game Over" screen appears when this number reaches 0.
- **SP:** Number that indicates how much skill is available to the character. It decreases each time the character uses a skill. The character will not be able to use skills when this number reaches 0.

**Action Icon:** An icon here indicates what action the character is currently performing (if any).

## Event Mode

Event Mode is displayed in full screen mode. You cannot issue directives to characters during Event Mode.

## Game Over

The Game Over screen is displayed when any characters' HP reaches 0.



## Time Count

The time elapsed since the start of each stage is displayed in minutes, seconds and 1/100ths of a second. Depending on the actions taken in a stage, this clock may sometimes be used to display a countdown timer.

## TIP:

The Game Over screen may also be displayed if you fail to complete a mission in the time allotted or fail to clear other conditions specific to the mission.

## PREP SCREEN

The Prep Screen is the first screen displayed after you accept a clients' request and start a mission.

## TIP:

If you select START from the main menu and enter the first stage, the game starts in Parallel Screen mode after a short opening demo.

You can review client requests, check character development, save/load game files or change the system in the Prep Screen. The following information is displayed in the Prep Screen:



**Compensation:** This is the amount of compensation you expect to receive after clearing the stage. It can also be used as a measure of how well the player completed the mission.

**Current AP:** This is the amount of AP (Ability Points) you can expect to receive after clearing the stage. Ability Points are used to improve your characters.

**Prep Commands:** Action Commands that may be accessed in the Prep Screen.

**Blitzstrahl Emblem:** Displays each action currently being performed.

### **Prep Commands (D-Button $\longleftrightarrow$ $\uparrow\downarrow$ then A Button)**

Select the command you wish to execute with the D-Button and press the A Button to enter your selection.

### **Selecting Missions (D-Button $\longleftrightarrow$ $\uparrow\downarrow$ then A Button)**

This screen is displayed when you select the mission selection command. When you select a clients' request, a mission information card is displayed. If the information on the card is acceptable, select "YES".

#### **TIP:**

Once the Briefing Screen is displayed from the mission selection screen, you cannot return to the mission selection screen. You might want to save the game file before displaying the Briefing Screen.

### **Skill Up (D-Button $\longleftrightarrow$ $\uparrow\downarrow$ then A Button)**

You may only save game files with the SAVE command in the Prep Screen. When you select the SAVE command, the expansion socket screen is displayed. When you select the socket with the VMU to which you wish to save the game file, the Report Selection Screen is displayed.

Save game files by selecting a report on the Report Selection Screen.

### **Load (D-Button $\longleftrightarrow$ $\uparrow\downarrow$ then A Button)**

Just like saving games, select the LOAD command on the Prep Screen, the VMU from which you wish to load the game file on the Socket Selection Screen and the report you wish to load.

\* All current game play data is lost when a game file is loaded, so be careful when loading game files.

Industrial Spy is a memory card compatible game. The Visual Memory Unit (VMU) is sold separately.

\* With this game, 7 blocks are required to save game files.

\* Never turn OFF the Dreamcast power, remove the memory card unit or disconnect the controller during game play or saving game files.



### **System (D-Button $\longleftrightarrow$ $\uparrow\downarrow$ then A Button)**

When you select the SYSTEM command, the System Screen is displayed. You can change various game options with the System command.

#### **EXIT:**

Exit from the System screen. (A Button)

#### **\_SOUND:**

Toggle sound output settings between Stereo and Mono. (D-Button  $\longleftrightarrow$   $\uparrow\downarrow$ )

#### **WINDOW COLOR:**

Change the color setting of the game windows. (A Button)

#### **A:**

Non-transparency. The lower the number, the more transparent the window becomes. (D-Button  $\longleftrightarrow$ )

#### **RGB:**

Adjust the Red, Green and Blue properties of the window. (D-Button  $\longleftrightarrow$ )

#### **DEFAULT COLOR:**

Returns windows to the default Blue color. (A Button)

#### **PRESET:**

Select a preset color. (D-Button  $\longleftrightarrow$  then A Button)

#### **VM SOUND:**

Toggle the VM sound between the ON and OFF. (D-Button  $\longleftrightarrow$ )

#### **VIBRATION:**

Toggle the Jump Pack vibration function between ON and OFF. (D-Button  $\longleftrightarrow$ )

\* This is only available when the Jump Pack is connected to one of the expansion sockets.



### **BRIEFING SCREEN**

When you select and enter a stage from the mission selection screen, the Briefing Screen is displayed. You can view information about the stage, review client requests, review character abilities and select characters to participate in missions on the Briefing Screen. The following information is displayed on the Briefing Screen:



#### **TIP:**

You can use the Trigger L/R Buttons to rotate either the full stage or block maps.

## Briefing Commands (D-Button ↑↓ then A Button)

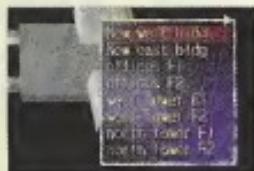
Select the command you wish to execute.

### Stage Information (D-Button ←→↑↓ then A Button: Rotate Map with Trigger L/R)

Gather information about the stage construction and possible destinations.

When you select Stage Information, the full stage map is displayed. When you select a block name, that selection is displayed on the stage map.

When you select a block on the stage map, a full map of the block is displayed. The character destination is also displayed on the block map. Both the destination and the block are displayed on the map.



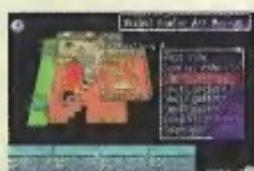
### Preliminary Investigation (A Button)

Have a unit do a Preliminary Investigation of the stage to gather information. Listen to the Blitzkreig preliminary investigation squads' report on the stage.



### Review Requests (A Button)

Display the mission information card and listen to the stage explanation again.



### Status (D-Button ↑↓)

Display character status. In addition to SP and HP, a list of the characters' skills (see Skills on page 19) is also displayed.

The skill level is displayed to the right of the skill. Skill levels range from 0 to 5; the more "diamond" marks, the higher the level of skill.



### Algorithm Settings (D-Button ←→↑↓ then A Button)

Set the algorithm that each character will base his actions on, in the Subscreen. Select and enter the command you want to set and the algorithm window is displayed. Select an algorithm and enter the setting. The following information is displayed in the Algorithm Setting Screen:

#### TIP:

Press the Trigger R Button to display the algorithm screen. Press the Trigger L Button to display the status screen.



## Live Enemy Setting Window:

Set the actions a character should take when confronted by live enemies.

### Fallback Position Setting Window:

Select a destination to which a character should fall back to when confronted by live enemies. This can only be set on the Strategy Screen during missions.

### Trap Setting Window:

Set the action a character will take when confronted with various traps. The categories will match with the Trap Icon types (see Trap Icons on page 21). You can select different algorithms for traps for which you have no data and those for which you do have data.

### Algorithm Setting Window:

Set character action algorithms. You can set the following algorithms:

When you have information on a trap:

- |                      |  |
|----------------------|--|
| Discretion:          | Characters are free do what they please.           |
| Ignore:              | Ignore traps.                                      |
| Wait:                | Wait for directives from the Boss.                 |
| Always Disable:      | Disable all traps character encounters.            |
| Disable if Able:     | Disable traps if character is able to.             |
| Disable if Obstacle: | Disable only if trap blocks character advancement. |

When you don't have information on a trap, you can tell characters when to examine traps:

- |                      |  |
|----------------------|--|
| Always Examine:      | Examine all traps character encounters.            |
| Examine if Able:     | Examine all traps if character is able to.         |
| Examine if Obstacle: | Examine only if trap blocks character advancement. |

### Start Strategy (D-Button ←→↑↓ then A Button)

Display the Character Placement Screen. Select up to 4 different locations from which characters may infiltrate. Selected characters are displayed in the character window and a graphical representation is displayed at the infiltration points. The mission begins when you have placed characters at all of the entrance locations.



## STRATEGY SCREEN

The information displayed in the Strategy Screen is very similar to that of the Briefing Screen. The following information is displayed in the Strategy Screen:



### Block Name

Displays the name of the block where a character is.

### Block Map/Stage Map

Displays a map of the stage or block.

### Character Window

Display window with information on current status of characters.

### Command Window

Display window with several commands for selection.

### Elapsed Time

Displays the time spent since the beginning of the stage.

You can execute the following commands in the screen. Use the D-Button  $\downarrow\uparrow$  to select the character in the Character Window or the Command Window and the A Button to enter your selection.

## CHARACTER WINDOW

### Destination Directives (D-Button $\downarrow\uparrow\downarrow\uparrow$ then A Button)

This command lets you tell your agents where to go. Unlike the Parallel Screen, when you select a destination, the position is displayed on the map.

### Status (D-Button $\uparrow\downarrow$ )

Identical to the Status command in the Briefing Screen (see Briefing Commands, Status on page 15).

### Algorithm Change (D-Button $\downarrow\uparrow\downarrow\uparrow$ then A Button)

Identical to the Algorithm settings in the Briefing Screen (see Algorithm Settings on page 16). However, you will also need to select the Fallback Position. Select a position in the same manner with which you select destinations.

### Stage (D-Button $\downarrow\uparrow\downarrow\uparrow$ then A Button)

Just as in the Briefing Screen, you can display stage and block maps.

### Information (D-Button $\downarrow\uparrow$ then A Button)

View the various information you have gathered during a mission.

### System (D-Button $\downarrow\uparrow\downarrow\uparrow$ then A Button)

Identical to the System Commands in the Prep Screen (see Prep Screen, System Commands on pages 12-14).

### Exit (D-Button $\downarrow\uparrow\downarrow\uparrow$ then A Button)

Exit from the Strategy Screen.

## TIP:

While the Strategy Screen is displayed, the stage timer is paused. If you need time to consider your options before issuing commands or when you want to check on the condition of a character, display the Strategy Screen.

## SCORE SCREEN

The Score Screen calculates the amount of compensation you will receive when you clear the mission. The following information is displayed on this screen:

### (ES) Compensation:

Amount of compensation earned so far.

### (AP) Ability Points:

Number of APs earned so far.

### (+ES frame) Time Compensation Window:

Compares the amount of time expected to clear a stage with the actual time it took you to clear the stage and calculates bonus and penalty amounts.

### (Total frame) Total Compensation Window:

Displays the total amount of compensation by adding any bonus amounts or additional compensation earned during the game and subtracting any penalty amounts, preliminary investigation expenses, etc.



### (AP) AP Calculation Window:

Displays the total amount of APs earned for clearing stages added to any additional APs earned on the current stage.

Press the A Button to return to the Briefing Screen.



## skills:

### SKILL LIST:

Characters may have one or more of the following skills. Skills range in levels from 0 to 5, with the higher numbers indicating better skills.

#### Examine Skills:

Skills most commonly used to examine traps.

<b>Detect:</b>	Ability to detect danger in the surroundings.
<b>Layout:</b>	Ability to understand the structure of buildings.
<b>Examine:</b>	Ability to examine delicate equipment.
<b>Compute:</b>	Ability to understand all things related to computers.

#### Disable Skills:

Skills most commonly used to disable traps.

<b>Hacking:</b>	Ability to work well with computers.
<b>Circuitry:</b>	Ability to work well with electrical circuitry.
<b>Mechanics:</b>	Ability to work well with machine construction.
<b>Precision:</b>	Ability to work well with delicate equipment.
<b>Unlock:</b>	Ability to pick locks.
<b>Disarm Traps:</b>	Ability to disarm traps.

#### Combat Skills:

Ability to attack enemy characters.

<b>Knife use:</b>	Paralyze enemies with a knife soaked with a tranquilizer drug.
<b>Shooting:</b>	Shoot at non-lethal areas and take enemy characters out of action.
<b>Fighting:</b>	Knock-out enemy character with open handed close combat.
<b>Mind Blast:</b>	Knock-out enemy character with a psychological attack.
<b>Chem Bomb:</b>	Put enemy character to sleep with a chemical attack.
<b>Luring:</b>	Create opportunity by getting enemy character's attention.
<b>Hypnotism:</b>	Control enemy character with hypnosis.

#### Defensive Skills:

Ability to protect oneself from traps and enemy characters.

<b>Evasion:</b>	Reduce damage from traps.
<b>Defense:</b>	Reduce damage from enemy attack.

#### Special Skills:

Various special skills and talents.

<b>Explosives:</b>	Ability to work well with all types of explosives.
<b>Dissolve:</b>	Ability to destroy objects by melting them with chemicals.
<b>First Aid:</b>	Ability to aid characters in certain areas (restores HPs).

#### TIP:

The skills that each character can use are pre-determined. In addition, there are some skills that can only be used by one character. Check the Status Screen to review what skills each character can use.



## trap icons:

There are many types of traps, but they can be broken down into several categories. The type of trap is displayed as an icon. The category of the trap is listed in on the Algorithm Settings Screen (see Algorithm Setting on page 16).



### Basic Command Icon

This is not a trap icon, but it is always displayed whenever a trap icon is displayed. It is also used to shows basic commands.



### Lock (Key Type)

Displayed when a door is locked.



### Electronic Lock (Card Lock Type)

Displayed when there is an electronic lock or card lock.



### Red Lever (Switch Type)

Displayed when there is a switch or lever.



### PC Notebook (Control Panel Type)

Displayed when there is a terminal or computer.



### Ceiling Sensor (Sensor Type)

Displayed when there are sensors.



### Closer Shutter (Miscellaneous)

Displayed when there is a shutter or partition.



### Tiger Claw (Trap Type)

Displayed when there is a trap or other dangerous mechanism.



### Jewels (Miscellaneous)

Displayed when there is a safe or vault.



### Hand Gun (Live Enemy)

Displayed when there are guards, terrorists, etc.



### ! (Miscellaneous)

Displayed when there is something unknown or something that does not fit into any of the previously mentioned categories.

## action icons:

### ACTION ICONS

Action Icons show what actions a character is currently performing. They are displayed on the main screen as well as in the Character Window and indicate a character's current actions.



### Hourglass (Paused)

Displayed when the character is stopped for any reason before reaching the destination.



### 2 Arrow (Fighting)

Displayed when the character is fighting.



### Arrow (Moving)

Displayed when the character is moving towards the destination.



### ?

Displayed when the character is fighting.



### Key (Disabling)

Displayed when the character is disabling a trap.



### !

Displayed when the character is stopped for any reason before reaching the destination.

## *characters (espion agents):*



**Gabriel Earnest Archangel**

**Nickname:** The Boy Wonder  
**Nationality:** English  
**Special Skill:** Hacking  
**Height:** 4' 6"  
**Weight:** 76 lbs.

After an accident early on in his childhood, this young English boy was left with a genius-level gift for understanding electronics and computers. He is miles above any other member when it comes to hacking and gadgets, and his weak point is combat situations.



**Ling Ring-Hua**

**Nickname:** The Acrobat  
**Nationality:** Chinese  
**Special Skills:** Acrobatics & Stealing  
**Height:** 5' 8"  
**Weight:** 90 lbs

This young Chinese woman left the Great Circus of China after sustaining injuries while helping a friend. She then traveled throughout Asia and became well known as a highly skilled thief. As a result, she is a sought after agent by many International organizations. She is a very slender, attractive woman who keeps a cool exterior, and treats Archangel like a little brother.



**Sarah "Rocket" Luria**

**Nickname:** The Female Bombshell  
**Nationality:** American  
**Special Skill:** Inline skating  
**Height:** 5' 7"  
**Weight:** 114 lbs.

Luria is a former office worker at Blitzstrahl. This energetic young lady finagled a spot for herself on the team after she secretly followed them on one of their missions and saved the lives of Archangel and Ling. Aside from the blazing speed with which she can move on her rollerblades, she doesn't have any starting skills. However, she can move faster than any other character in the game.



**Gursyn Vlagimir**

**Nickname:** The Giant  
**Nationality:** Russian  
**Special Skill:** Explosives  
**Height:** 6' 9"  
**Weight:** 325 lbs

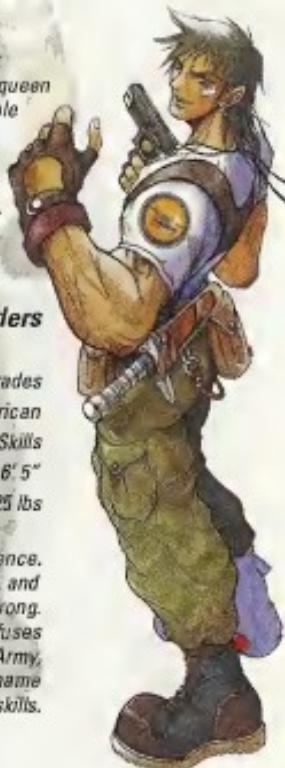
He used to be a member of the former Soviet Union Police Bomb Squad. This giant Russian lost both his wife and child and sustained life-threatening injuries himself in a radiation leak accident that happened while a team was dismantling nuclear weapons. He is very knowledgeable with machines and the only character with bomb diffusing skills.



### Kleopatra

**Nickname:** The Hypnotist  
**Nationality:** Unregistered  
**Special Skill:** Hypnotism  
**Height:** 4' 5"  
**Weight:** 68 lbs.

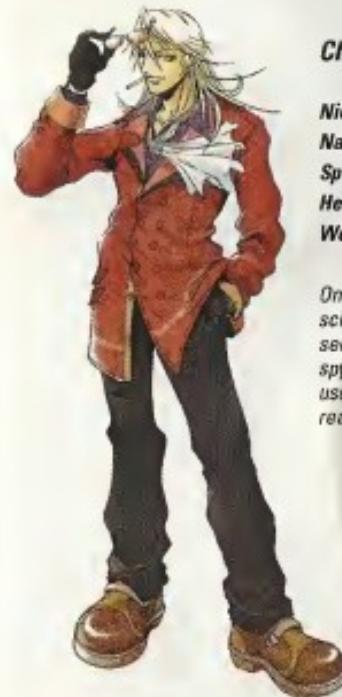
This cute young Egyptian girl is the direct descendant of Cleopatra the VII, the last queen of the great Egyptian Dynasties. She is able to control people using a form of hypnotism based on sacred Egyptian practices and symbols she learned from her mother. Other than her combat ability, she has little else to offer.



### Jeffrey K. Saunders

**Nickname:** Jack of All Trades  
**Nationality:** American  
**Special Skills:** All Skills  
**Height:** 6' 5"  
**Weight:** 225 lbs

This young man was once part of the elite of the US Army Intelligence. An accident at Army Intelligence forced him to question their methods, and so he joined Blitzstrahl to make his own decisions about right and wrong. Still holding doubts about his work in Army Intelligence, Saunders refuses to kill. He still uses the same automatic pistol he trained on in the Army, but now he shoots to wound and never aims to kill. Just like his nickname suggests, he is the ultimate agent, able to utilize any and all skills.



### Charles Falloux

**Nickname:** The Chemical Maniac  
**Nationality:** French  
**Special Skills:** Tear Gas and Sleeping Gas  
**Height:** 5' 11"  
**Weight:** 150 lbs.

Once a researcher at a famous manufacturer, this young scientist is slender and handsome. When he learned that the secretary that had destroyed his career was an industrial spy, he decided to become one too. He is very skilled in the use of chemicals to attack, heal and destroy, but he's not really skilled for anything else.



### Ms. Remmy Evans

**Nickname:** The Team Leader  
**Nationality:** American  
**Special Skills:** Goal Analysis & Communications  
**Height:** 5' 5"  
**Weight:** 98 lbs

This energetic, young red-head is not a member of the Industrial Spy team, but she can always be found right next to the Boss. She handles communications and information processing, monitors the agents' movements and progress through the missions, and is in charge of the spy cams.

## **characters (clients):**

The following are brief bios of the clients you will encounter in this game. Sometimes they are your allies, and other times they may be your enemies.



**Dr. Donald Yamaguchi**  
(Cyberlink Type V President)

President of Cyberlink Type V, the subsidiary of Cyberlink Group and responsible for new development, Dr. Yamaguchi is a young Japanese-American. He is extremely ambitious, but hates to get his own hands dirty, so he uses Blitzstrahl frequently.

### **AC&C (ALL CRAFTS & COMMUNICATIONS)**

AC&C was originally established as a cartel to protect the right to culture. Since Michel Fowler took over, it has now become a huge corporation controlling cultural activities throughout the world.

#### **CYBERLINK**

This high tech firm took the electronic industry by storm, under the leadership of Hiko Haru. At the young age of 35, he developed the nano-processor Cyberlink 556.



**Count Helmut von Mondstein**  
(Curator of the AC&C  
Michel Fowler Art Museum)

Having set their eyes on a nobility title, the directors of AC&C selected Helmut von Mondstein, a man of pure noble blood, as curator of the Michel Fowler Commemorative Art Museum. He manages the museum for his own interests, and depends quite heavily on Blitzstrahl.



**Colonel Alfred Miller**  
(AURA Representative)

Colonel Miller was once a member of the US Special Anti-Terrorist Unit (Delta Force). On a mission to stop AURA, he killed his fellow team members and forced his way to the top of AURA. Using his extensive knowledge of terrorism, Col. Miller has made AURA the largest terrorist organization the world has ever seen. The Colonel certainly looks like a violent, rough person. Under that exterior lies a cold, calculating man of superior intellect.

### **AURA (Asian Unifying Regenerate Alliance)**

This terrorist organization rose up in the late 1990's using the Chinese Mafia as a cover for its activities. It is usually referred to by the acronym AURA. Its goals are a unified currency in all of Asia and an end to the flow of foreign capital in Asian countries. To accomplish these goals, AURA targets the subsidiaries of large western corporations in Asia. They use Blitzstrahl quite a bit.

#### **HERZLICHWARE**

Johann Lietzmann founded this large corporation and built it up in a single generation. Starting off as a shipping company, Herzlichware has been able to reap great profits from its monopoly on electronic data and distribution, and is now a world-famous corporation. After the death of Johann, his wife Helene served as Chairman of the Board. Now, she is sick and she has given up much of the control of the corporation.

**Helene Ritzman**  
(Herzlichware Chairman)

This young girl of 16 now serves as Chairman on the Board of the Herzlichware corporation. The grand-daughter of Johann's wife, Helene, she seems very calm and gentle. Her management style though, is based on the teachings of ancient Chinese emperors (a philosophy she picked up as a young child). Helene has impressed the other directors on the board.



## **characters (rival agents):**

### **Maelbranch (Freelance Agent)**

*Maelbranch is one of the most famous of all industrial spies. His reputation indicates that the danger involved in a mission is more important to him than the compensation. This means that he often finds himself working on the same job as the Espion Agents. None of the Industrial Spies have ever met Maelbranch directly while on a mission, but if the rumors out there are true, their first meeting promises to be quite explosive. Who knows, they may meet him face to face, in the near future.*



### **Sophie Blum (Freelance Agent)**

*This beautiful and seductive young female agent specializes in tricking men into divulging their secrets. The more damage she can do to her target, the better. She is the woman responsible for ruining Falloux's career. She seems to have some special feelings for him, the man she ruined and inadvertently led into the world of industrial spies...*



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